

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L1	1	("20030167356").PN.	US-PGPUB; USPAT	OR	OFF	2005/06/23 09:19
L2	1	1 and (computer adj readable)	US-PGPUB; USPAT	OR	OFF	2005/06/23 09:56
L3	2825	719/328.ccls. or 719/315-316.ccls. or 719/330.ccls. or 719/318.ccls.	US-PGPUB; USPAT	OR	OFF	2005/06/23 09:58
L5	71837	"709"/\$.ccls. or "707"/\$.ccls. or "717"/\$.ccls. or "718"/\$.ccls.	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:00
L6	3	(asynchronous\$ or asynccallback) with delegat\$3 with callback\$	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:34
L7	1	asynchronous\$ with event with delegat\$3 with callback\$	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:12
L8	3	asynchronous\$ same event same delegat\$3 same callback\$	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:35
L9	1	asynccallback with delegat\$3	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:34
L10	0	asynccallback with status	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:34
L11	1682	asynchronous\$ with status	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:35
L12	249	asynchronous\$ with status with interface	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:47
L13	3	asynchronous\$ with status with interface with result	US-PGPUB; USPAT	OR	OFF	2005/06/23 11:08
L14	14	Iasyncreresult	US-PGPUB; USPAT	OR	OFF	2005/06/23 11:17
L15	0	Iasyncstate	US-PGPUB; USPAT	OR	OFF	2005/06/23 11:17
L18	1	asyncwaithandle	US-PGPUB; USPAT	OR	OFF	2005/06/23 11:17
L19	3	asyncstate	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:46
L20	39	(asynchronous\$ with status with interface).clm.	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:48
L21	73293	3 or 5	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:48
L22	9	20 and 21	US-PGPUB; USPAT	OR	OFF	2005/06/23 10:48
L23	0	asynchronous\$ with status with interface with result	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/23 11:08
L24	46	asynchronous\$ same status same interface same result	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/23 11:09

L25	0	Iasyncresult	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/23 11:17
L26	0	Iasyncstate	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/23 11:17
L27	0	asyncwaithandle	EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/06/23 11:17
S1	5	("20030167355" "20030028685" "20030167277" "20030172196" "20030177282").PN.	US-PGPUB; USPAT	OR	OFF	2005/06/23 09:19

L Number	Hits	Search Text	DB	Time stamp
1	2	(globalization or internationalization) with registry	USPAT; US-PGPUB	2004/10/01 08:59
2	4	(globalization or internationalization) same registry	USPAT; US-PGPUB	2004/10/01 09:29
3	2590	719/328.ccls. or 719/331.ccls. or 719/315-316.ccls. or 719/330.ccls. or 719/318.ccls.	USPAT; US-PGPUB	2004/10/01 09:34
4	2198	(API or (application adj program\$ adj interface)) with class	USPAT; US-PGPUB	2004/10/01 09:33
5	2113	(API or (application adj (719/328.ccls. or 719/331.ccls. or 719/315-316.ccls. or 719/330.ccls. or 719/318.ccls.) and 4program\$ adj interface)) with class	USPAT; US-PGPUB	2004/10/01 09:34
6	243	(719/328.ccls. or 719/331.ccls. or 719/315-316.ccls. or 719/330.ccls. or 719/318.ccls.) and ((API or (application adj program\$ adj interface)) with class)	USPAT; US-PGPUB	2004/10/01 09:34
7	124	719/328.ccls. and ((719/328.ccls. or 719/331.ccls. or 719/315-316.ccls. or 719/330.ccls. or 719/318.ccls.) and ((API or (application adj program\$ adj interface)) with class))	USPAT; US-PGPUB	2004/10/01 09:34
8	86	719/328.ccls. and (base adj class)	USPAT; US-PGPUB	2004/10/01 09:36
9	42	((API or (application adj program\$ adj interface)) with class) and (719/328.ccls. and (base adj class)).	USPAT; US-PGPUB	2004/10/01 09:36
-	49	((("6047318") or ("6718334") or ("5903753") or ("5786818") or ("6434447") or ("5812848") or ("6253258") or ("5953536") or ("5845138") or ("5497463") or ("5581684") or ("5991856") or ("6049877") or ("6138271") or ("6240531") or ("5603014") or ("5742825") or ("5784615") or ("5784583") or ("5815686") or ("5901315") or ("6012082") or ("6014511") or ("6021445") or ("6189139") or ("6201540") or ("6212541") or ("6212541") or ("6282586") or ("6298474") or ("6356957") or ("6463583") or ("6546434") or ("6629109") or ("6704806") or ("6026238") or ("6233731") or ("6101607") or ("5915106") or ("6131166") or ("6236909") or ("6237136") or ("6243753") or ("6378005") or ("6393494") or ("6401081") or ("5999948") or ("6115719") or ("5828840") or ("6574734")).PN.	USPAT; US-PGPUB	2004/09/28 15:01
-	9	((("5937406") or ("6353830") or ("6418448") or ("20020099687") or ("6442548") or ("5360266") or ("5761494") or ("6446253") or ("5349343")).PN.	USPAT; US-PGPUB	2004/09/28 15:03
-	9	((("5937406") or ("6353830") or ("6418448") or ("20020099687") or ("6442548") or ("6360266") or ("5761494") or ("6446253") or ("6349343")).PN.	USPAT; US-PGPUB	2004/09/28 15:28

-	48	API with (base adj class)	USPAT; US-PGPUB	2004/09/28 15:31
-	1	service with API with (base adj class)	USPAT; US-PGPUB	2004/09/28 15:29
-	2	API with (base adj class) same (callback or asynchronous\$)	USPAT; US-PGPUB	2004/09/28 15:36
-	14	("5127043" "5297194" "5465290" "5502759" "5703940" "5875234" "5915001" "6044347" "6073192" "6112176" "6154526" "6163535" "6278772" "6363349").PN.	USPAT	2004/09/28 15:34
-	0	(RPC adj classes).ti,ab.	USPAT; US-PGPUB	2004/09/28 15:36
-	0	(RPC adj class).ti,ab.	USPAT; US-PGPUB	2004/09/28 15:36
-	1	(RPC and object-oriented).ti,ab. and 719/330.ccls.	USPAT; US-PGPUB	2004/09/28 15:39
-	4	RPC++	USPAT; US-PGPUB	2004/09/28 15:41
-	0	socket++	USPAT; US-PGPUB	2004/09/28 15:42
-	0	"distributed adj C++"	USPAT; US-PGPUB	2004/09/28 15:43
-	36	719/330.ccls. and class.ti,ab.	USPAT; US-PGPUB	2004/09/28 16:16
-	12	("5396630" "5428792" "5497463" "5659753" "5692193" "5737607" "5787251" "5805885" "5815415" "5822585" "5838970" "5857102").PN.	USPAT	2004/09/28 15:51
-	20	("4853843" "5019963" "5043871" "5047918" "5129082" "5151987" "5161223" "5161225" "5212792" "5257369" "5265206" "5307490" "5313629" "5339421" "5367633" "5428722" "5437027" "5481706" "5499365" "5790789").PN.	USPAT	2004/09/28 16:09
-	140	5307490.URPN.	USPAT	2004/09/28 16:13
-	5	lao\$.xp,xa. and 5307490.URPN.	USPAT; US-PGPUB	2004/09/28 16:26
-	1	("5956509").PN.	USPAT; US-PGPUB	2004/09/28 16:26
-	1	("20030167356").PN.	USPAT; US-PGPUB	2004/09/30 12:48
-	3	(("5903753") or ("6131166") or ("6356957")).PN.	USPAT; US-PGPUB	2004/09/30 12:56
-	1	("6442548").PN.	USPAT; US-PGPUB	2004/09/30 13:01
-	223	(namespace or (name adj space)) same API	USPAT; US-PGPUB	2004/09/30 13:17
-	51	(namespace or (name adj space)) same API same class	USPAT; US-PGPUB	2004/09/30 13:44
-	2	(remote adj procedure adj callback).ti,ab.	USPAT; US-PGPUB	2004/09/30 13:39

-	0	(namespace or (name adj space)) same API same (globalization or internationalization)	USPAT; US-PGPUB	2004/09/30 13:44
-	1	(namespace or (name adj space) or registry) same API same (globalization or internationalization)	USPAT; US-PGPUB	2004/09/30 13:46
-	16	(namespace or (name adj space) or registry) same (globalization or internationalization)	USPAT; US-PGPUB	2004/09/30 15:12
-	1	("5219699").PN.	USPAT; US-PGPUB	2004/09/30 15:12
-	1	("5218699").PN.	USPAT; US-PGPUB	2004/09/30 15:15
-	1	(("5218699").PN.) and asynchronous	USPAT; US-PGPUB	2004/09/30 17:22
-	1	("5815415").PN.	USPAT; US-PGPUB	2004/09/30 17:22


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1 [Browsing: Building voiceXML browsers with openVXI](#)

Brian Eberman, Jerry Carter, Darren Meyer, David Goddeau

 May 2002 **Proceedings of the 11th international conference on World Wide Web**

 Full text available: [pdf\(209.58 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The OpenVXI is a portable open source based toolkit that interprets the VoiceXML dialog markup language. It is designed to serve as a framework for system integrators and platform vendors who want to incorporate VoiceXML into their platform. A first version of the toolkit was released in the winter of 2001, with a second version released in September of 2001. A number of companies and individuals have adopted the toolkit for their platforms. In this paper we discuss the architecture of the toolk ...

Keywords: openVXI, voiceXML

2 [Distributed environment: Network management by delegation: the MAD approach](#)

German Goldszmidt, Yechiam Yemini, Shaula Yemini

 October 1991 **Proceedings of the 1991 conference of the Centre for Advanced Studies on Collaborative research**

 Full text available: [pdf\(1.39 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Network management systems built on a client/server model centralize responsibilities in client manager processes, with server agents playing restrictive support roles. As a result, managers must micro-manage agents through primitive steps, resulting in ineffective distribution of management responsibilities, failure-prone management bottlenecks, and limitations for real time responsiveness. We present a more flexible paradigm, the Manager-Agent Delegation (MAD) framework. It supports the abilit ...

3 [Position papers: An open architecture for secure interworking services](#)

Richard Hayton, Ken Moody

 September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications**

 Full text available: [pdf\(798.18 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)


There is a developing need for applications and distributed services to cooperate or *inter-operate*. Current mechanisms can hide the heterogeneity of host operating systems and abstract the issues of distribution and object location. However, in order for systems to inter-operate *securely* there must also be ways to hide differences in security policies, or at

least to support negotiation between them. Other proposals for the interworking of security mechanisms have focussed on the ...

4 The TickerTAIP parallel RAID architecture

Pei Cao, Swee Boon Lin, Shivakumar Venkataraman, John Wilkes

August 1994 **ACM Transactions on Computer Systems (TOCS)**, Volume 12 Issue 3

Full text available:  pdf(2.04 MB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Traditional disk arrays have a centralized architecture, with a single controller through which all requests flow. Such a controller is a single point of failure, and its performance limits the maximum number of disks to which the array can scale. We describe TickerTAIP, a parallel architecture for disk arrays that distributes the controller functions across several loosely coupled processors. The result is better scalability, fault tolerance, and flexibility. This article presents ...

Keywords: RAID disk array, decentralized parity calculation, disk scheduling, distributed controller, fault tolerance, parallel controller, performance simulation

5 DVM: an object-oriented framework for building large distributed Ada systems

Christopher J. Thompson, Vincent Celier

November 1995 **Proceedings of the conference on TRI-Ada '95: Ada's role in global markets: solutions for a changing complex world**

Full text available:  pdf(1.50 MB)

Additional Information: [full citation](#), [references](#)

6 The design and performance of a scalable ORB architecture for COBRA asynchronous messaging

Alexander B. Arulanthu, Carlos O'Ryan, Douglas C. Schmidt, Michael Kircher, Jeff Parsons

April 2000 **IFIP/ACM International Conference on Distributed systems platforms**

Full text available:  pdf(174.72 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Historically, method-oriented middleware, such as Sun RPC, DCE, Java RMI, COM, and CORBA, has provided synchronous method invocation (SMI) models to applications. Although SMI works well for conventional client/server applications, it is not well-suited for high-performance or real-time applications due to its lack of scalability. To address this problem, the OMG has recently standardized an asynchronous method invocation (AMI) model for CORBA. AMI provides CORBA with many of the capabilities ...

7 Transparent proxies for Java futures

Polyvios Pratikakis, Jaime Spacco, Michael Hicks

October 2004 **ACM SIGPLAN Notices, Proceedings of the 19th annual ACM SIGPLAN Conference on Object-oriented programming, systems, languages, and applications**, Volume 39 Issue 10

Full text available:  pdf(351.78 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A *<i>proxy</i>* object is a surrogate or placeholder that controls access to another target object. Proxies can be used to support distributed programming, lazy or parallel evaluation, access control, and other simple forms of behavioral reflection. However, *<i>wrapper proxies</i>* (like *<i>futures</i>* or *<i>suspensions</i>* for yet-to-be-computed results) can require significant code changes to be used in statically-typed languages, while proxies more generally can ...

Keywords: Java, future, proxy, type inference, type qualifier

8 The concept of asynchronization

H. Wettstein, G. Merbeth

October 1980 **ACM SIGOPS Operating Systems Review**, Volume 14 Issue 4

Full text available:  [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

Communication between parallel processes may take place in synchronous or asynchronous form. The former has widely been used in various concepts. In contrast, means for asynchronous process relations exist only in a few systems in rudimentary form. In this paper the concept of asynchronization is developed systematically. The underlying data structures as well as operations upon them are defined for various versions.

9 Designing concurrent and distributed control systems

Amund Aarsten, Davide Brugali, Giuseppe Menga


October 1996 **Communications of the ACM**, Volume 39 Issue 10

Full text available:  [pdf\(256.61 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

10 Asynchronous information space analysis architecture using content and structure-based service brokering

Ke-Thia Yao, In-Young Ko, Ragy Eleish, Robert Neches

June 2000 **Proceedings of the fifth ACM conference on Digital libraries**

Full text available:  [pdf\(470.15 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Our project focuses on rapid formation and utilization of custom collections of information for groups focused on high-paced tasks. Assembling such collections, as well as organizing and analyzing the documents within them, is a complex and sophisticated task. It requires understanding what information management services and tools are provided by the system, when they appropriate to use, and how those services can be composed together to perform more complex analyses. This paper describes ...

Keywords: asynchronous service access, component architecture, content and structure, data-driven brokering, information analysis, information management, metadata

11 Developing flexible and high-performance Web servers with frameworks and patterns

Douglas C. Schmidt, James C. Hu

March 2000 **ACM Computing Surveys (CSUR)**


Full text available:  [pdf\(196.91 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: WWW, distributed software systems, design patterns, object-oriented application frameworks

12 Overlay networks, peer-to-peer computing an event-based middleware: Introducing reliability in content-based publish-subscribe through epidemic algorithms

Paolo Costa, Matteo Migliavacca, Gian Pietro Picco, Gianpaolo Cugola

June 2003 **Proceedings of the 2nd international workshop on Distributed event-based systems**

Full text available:  [pdf\(208.89 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Distributed content-based publish-subscribe middleware provides the necessary decoupling, flexibility, expressiveness, and scalability required by modern distributed applications. Unfortunately, this middleware usually does not provide reliability, especially in the presence of highly reconfigurable scenarios. Indeed, this problem has been thus far largely disregarded by the research community and solutions developed in other contexts are not immediately applicable. In this paper, we tackle the p ...

13 Demos: ATCT: a Java framework that offers new approach to developing asynchronous processes

Serguei Mourachov

October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

Full text available:  pdf(116.06 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

The development of modern loosely coupled distributed applications requires extensive use of asynchronous processes. The ability to manipulate execution context could simplify development of such applications, helping to separate business logic from handling asynchrony. This paper describes a framework that implements Execution Context Reification for Java Virtual Machine (JVM). The framework uses built-in secondary bytecode interpreter that provides access to Execution Context as a first class s ...

Keywords: Java framework, asynchronous processes, execution context reification

14 Integrating visualization into event monitoring and analysis in distributed systems management

Stephen L. Howard, James W. Hong, Michael J. Katchabaw, Michael A. Bauer

November 1995 **Proceedings of the 1995 conference of the Centre for Advanced Studies on Collaborative research**


Full text available:  pdf(333.09 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Effective management of distributed computing systems involves monitoring, analysis and control of hosts, networks, and applications. The complexity of these systems calls for innovative tools to enhance the ability of human managers to comprehend the activity within the system in order to facilitate better management. In our research, we explore techniques for visualizing the effects of management activity on a distributed computing environment. Using the visualization tools of the Partial Order ...

15 Efficient distributed event-driven simulations of multiple-loop networks

B. D. Lubachevsky

February 1989 **Communications of the ACM**, Volume 32 Issue 1

Full text available:  pdf(1.97 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Simulating asynchronous multiple-loop networks is commonly considered a difficult task for parallel programming. Two examples of asynchronous multiple-loop networks are presented in this article: a stylized queuing system and an Ising model. In both cases, the network is an $n \times n$ grid on a torus and includes at least an order of n^2 feedback loops. A new distributed simulation algorithm is demonstrated on these two examples. The algorithm combines three elements: (...

16 Distributed digital-ticket management for rights trading system

Kazuo Matsuyama, Ko Fujimura

November 1999 **Proceedings of the 1st ACM conference on Electronic commerce**

Full text available:  pdf(152.63 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: account, circulation, coupon, digital ticket, protocol, rights, smart card, trading system

17 CML: A higher concurrent language

John H. Reppy

May 1991 **ACM SIGPLAN Notices , Proceedings of the ACM SIGPLAN 1991 conference on Programming language design and implementation**, Volume 26 Issue 6

Full text available:  pdf(1.35 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



18 Modern concurrency abstractions for C#

Nick Benton, Luca Cardelli, Cédric Fournet

September 2004 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 26 Issue 5

Full text available:  pdf(260.10 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)




Polyphonic C^{sharp}; is an extension of the C^{sharp}; language with new asynchronous concurrency constructs, based on the join calculus. We describe the design and implementation of the language and give examples of its use in addressing a range of concurrent programming problems.

Keywords: Asynchrony, chords, events, join calculus, messages, polyphonic C^{sharp};, synchronization, threads

19 Distributed systems - programming and management: Elastic servers in CORDS

Germán S. Goldszmidt

November 1992 **Proceedings of the 1992 conference of the Centre for Advanced Studies on Collaborative research - Volume 2**

Full text available:  pdf(914.04 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)



The traditional client server paradigm for distributed computing, fixes the functionality and interfaces provided by server processes at compile time. While this scheme is powerful enough for many distributed applications, it is too inflexible for many others, such as those envisioned by the CORDS research project. In many applications, there is a need to dynamically add to (and sometimes restrict) the functionality of a server while it is executing. Lacking this ability, servers are often designed ...

20 Efficient distributed event driven simulations of multiple-loop networks

B. D. Lubachevsky

May 1988 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the 1988 ACM SIGMETRICS conference on Measurement and modeling of computer systems**, Volume 16 Issue 1

Full text available:  pdf(977.55 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)



Simulating asynchronous multiple-loop networks is commonly considered a difficult task for parallel programming. This paper presents two examples of asynchronous multiple-loop networks: a stylized queuing system and an Ising model. The network topology in both cases is an $n \times n$ grid on a torus. A new distributed simulation algorithm is demonstrated on these two examples. The algorithm combines three elements: 1) the bounded lag restriction, 2) precomputed mi ...

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The Code Project - An instrumented synchronous/asynchronous event ...

Compare this to the **asynchronous** version of the EventHandler **delegate** call. ...

The most interesting implementation is the **asynchronous** reflected **event** sink ...

www.thecodeproject.com/csharp/eventmanager.asp - 55k - [Cached](#) - [Similar pages](#)

CodeNotes® - Article Display

A **delegate** is the mechanism used to facilitate **asynchronous event** handling in the

... For more information on the topic of **delegates** and **asynchronous event** ...

www.codenotes.com/articles/articleAction.aspx?articleID=259 - 23k - [Cached](#) - [Similar pages](#)

cshrp.net || online c# resource

Building **asynchronous** components and exposing **events** from them, forces you to

... So if you already feel comfortable with the **event/delegate** model and how ...

www.cshrp.net/content.aspx?showID=958 - 21k - [Cached](#) - [Similar pages](#)

411ASP.NET: ASP.NET EndEventHandler - ASP.NET tutorial, script ...

Represents the method that handles **asynchronous events** such as application **events**.

This **delegate** is called by the **event** source when completion of the ...

www.411asp.net/home/tutorial/specific/web/delegate/endevent - 16k - [Cached](#) - [Similar pages](#)

Creating Events and Delegates in VB.NET

Dan Fox discusses mapping **events** to **delegates**, function substitution with ...

One of the benefits of using **delegates** for **asynchronous** processing is that ...

www.informit.com/articles/article.asp?p=23020&seqNum=4 - 23k - [Cached](#) - [Similar pages](#)

Tame .NET Events

Internally, the publisher could have an **event delegate** member per method on the

sink interface, ... Figure 1. Call **Asynchronous Events** With BeginInvoke(). ...

www.fawcette.com/vsm/2002_04/magazine/features/jlowy/default_pf.aspx - 27k - [Cached](#) - [Similar pages](#)

Asynchronous Events

Asynchronous Events. I just did an interesting exercise of considering a number

of alternatives ... public **delegate** void DataArrivedDelegate(object sender, ...

dotnetjunkies.com/WebLog/chris.taylor/archive/2004/01/17/5713.aspx - 39k - [Cached](#) - [Similar pages](#)

Making sense of the new Event-Based Asynchronous Programming Model ...

On the other hand, this **Event-Based Asynchronous** paradigm is NOT too shabby ...

This is a new **delegate** in .NET 2.0 and it represents a callback method that ...

dotnetjunkies.com/WebLog/softwaremaker/archive/2004/07/31/20865.aspx - 48k -

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Object wiring: An Observer-Observable pattern

This means we adopt **asynchronous event** notification. ... When we define a **delegate**

as an **event**, the C# compiler adds certain operators with this **event** ...

builder.com.com/5100-6386-1046175.html - 33k - [Cached](#) - [Similar pages](#)

PeekCompletedEventArgs Class (.NET Framework)

Provides data for the PeekCompleted **event**. When your **asynchronous** peek ...

An instance of `PeekCompletedEventArgs` is passed into the **event delegate** that ...

msdn.microsoft.com/library/en-us/cpref/html/frlrfsystemmessagingpeekcompletedeventargsclasstopic.asp - 21k -

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ReceiveCompletedEventHandler Delegate (.NET Framework)

Represents the method that will handle the ReceiveCompleted event of a MessageQueue.

<http://msdn.microsoft.com/library/en-us/cpref/html/frlrfssystemmessagingreceivecompletedeventhandlerclasstopic.asp>

PeekCompletedEventHandler Delegate (.NET Framework)

Represents the method that will handle the PeekCompleted event of a MessageQueue.

<http://msdn.microsoft.com/library/en-us/cpref/html/frlrfssystemmessagingpeekcompletedeventhandlerclasstopic.asp>

PeekCompletedEventArgs Class (.NET Framework)

Provides data for the PeekCompleted event. When your asynchronous peek operation calls an event handler, an instance of this class is passed to the handler.

<http://msdn.microsoft.com/library/en-us/cpref/html/frlrfssystemmessagingpeekcompletedeventargsclasstopic.asp>

ReceiveCompletedEventArgs Class (.NET Framework)

Provides data for the ReceiveCompleted event. When your asynchronous receive operation calls an event handler, an instance of this class is passed to the handler.

<http://msdn.microsoft.com/library/en-us/cpref/html/frlrfssystemmessagingreceivecompletedeventargsclasstopic.asp>

.NET Delegates: Making Asynchronous Method Calls in the .NET Environment -- MSDN Magazine, August 2001

One of the many great features of the .NET Framework is that it has asynchronous infrastructure built in. In .NET you can call any method asynchronously by defining a delegate for the method and calling the delegate's asynchronous methods. This is beneficial to your application because when a synchronous call is made, the calling thread is blocked until the method completes whereas an asynchronous call is made on a different thread, and this allows the original thread to continue its work while the asynchronous call is in progress. This article explains delegates in .NET and how to use them to perform asynchronous calls, eliminating age-old threading problems.

<http://msdn.microsoft.com/msdnmag/issues/01/08/Async/default.aspx>

AsyncCallback Delegate (.NET Framework)

References the callback method to be called when the asynchronous operation is completed.

<http://msdn.microsoft.com/library/en-us/cpref/html/frlrfssystemasynccallbackclasstopic.asp>

Multithreading and Asynchronous Programming in Web Applications (PAG Documentation)

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This chapter describes how to increase performance and responsiveness of the code in the presentation layer by using multithreading and asynchronous programming.

<http://msdn.microsoft.com/library/en-us/dnpag/html/DIforWC-CH06.asp>

Basic Instincts: Asynchronous Method Execution Using Delegates -- MSDN Magazine, January 2004

Basic Instincts: Asynchronous Method Execution Using Delegates -- MSDN Magazine, January 2004

<http://msdn.microsoft.com/msdnmag/issues/04/01/BasicInstincts>

Creating Asynchronous Business Objects for Use in .NET Windows Forms Clients (Windows Forms Technical Articles)

Walks through building an asynchronous API for a simple business object, and shows how to use helper classes to greatly simplify the process.

<http://msdn.microsoft.com/library/en-us/dnwinforms/html/asynccui.asp>

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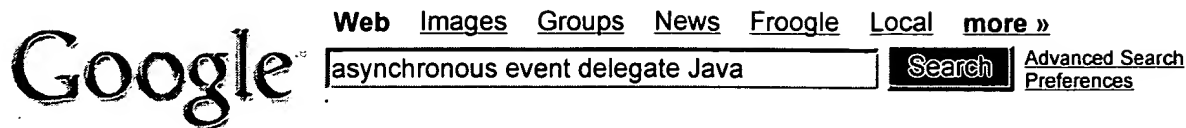


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Multiplex streams of **events** from different **asynchronous** sources. A note on **Java 1.4** compatibility: This article uses J2SE 5.0 generic types to eliminate ...

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Mark Eagle shows how to combine Macromedia Flex with traditional **Java** web ...

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Restoring the "Delegate" Concept To Java @ JDJ

Had the **delegate** become part of **Java**, would Swing programming be easier? ...

To join Swing **events** with methods, I combined **delegates** with a dynamic proxy. ...

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Dan Diephouse: Delegates in Java

However, implementing **delegates** in **java** is a little bit unwieldy. ... Beehive makes it easy to do **delegate** style things in **Java** with their "**events**" concept. ...

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A .Net Architecture, Design & Development Journal: Reverse Events ...

Events are the **asynchronous** methodology of sending unsolicited data and requests

... Since **Java** does not have **Delegates**, you must define an **Event** Listener ...







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Izumi: Ralf - Sne Dev

I'll take the hybrid approach: if an **event delegate** is registered, have a specific ... Is it worth having SendMessage be **asynchronous**? Dunno about that. ...
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